

































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# Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

All rules 76 Vulnerability 5 Bug 9 Security Hotspot 1 Code Smell 61

Tags Search by name...

Security.allowDomain(...) should only be used in a tightly focused manner	Vulnerability
The flash.system.Security.exactSettings property should never be set to false	Vulnerability
Dynamic classes should not be used	Code Smell
"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed	Vulnerability
"default" clauses should be first or last	Code Smell
Event types should be defined in metadata tags	Code Smell
Event names should not be hardcoded in event listeners	Code Smell
The special "star" type should not be used	Code Smell
Variables of the "Object" type should not be used	Code Smell
Methods should not be empty	Code Smell
Constant names should comply with a naming convention	Code Smell
All branches in a conditional structure should not have exactly the same implementation	Bug
Classes that extend "Event" should	

## Unused local variables should be removed

Analyze your code

Code Smell Minor ? unused

If a local variable is declared but not used, it is dead code and should be removed. Doing so will improve maintainability because developers will not wonder what the variable is used for.

### Noncompliant Code Example

```
public function numberOfMinutes(hours:int):int
{
    var seconds:int = 0; // seconds is never used
    return hours * 60;
}
```

### Compliant Solution

```
public function numberOfMinutes(hours:int):int
{
    return hours * 60;
}
```

Available In:

sonarcloud | sonarqube

<div>override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div> <div> Code Smell</div>